

biohazard canon

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This brief document outlines the proper “canon” of the BIOHAZARD series and dictates which material should be relied upon for information with assistance from former and current CAPCOM Japan employees.

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You can say that the "canon" would be what is expressed and explained in the latest games. I mean, have you noticed how Jill and Chris seem to have suddenly grown taller in BIO 5? ----- The content of each BIOHAZARD universe is complete and independent from each other. We pour our hearts into each work, and are passionate about creating the best entertainment possible.

I hope the fans of the series are able to enjoy each and every one of them as they are. Various people are involved with BIOHAZARD and each creates a story with unique interpretations.

- Yasuhisa Kawamura, planner

The BIOHAZARD series canon is a chronologically-arranged universe and accompanying mythology comprised of dozens of games and an even larger number of books, supplemental material and externally licensed works. As a result, it is easy for individuals to be left overwhelmed and confused due to the amount of content, much of it relying on small pieces of information to complete the whole.

The story of a BIO game is written as the “scenario”, often included within the game’s planning and design document. It extends beyond the dialogue script and includes item descriptions, event messages (activated when examining the environment), character biographies, creature descriptions, glossaries, character and organization interrelationship charts, etc.

As a result of priorities within the game design, it is common for only a sizeable portion of the scenario’s collective of information to make it into the actual game in one form or another, averaging roughly 60% in each game with few exceptions. Creature descriptions are often purposefully omitted to preserve fear of the unknown among enemies, while the true goals of certain villains are often extensively planned but left out of the game to preserve mystery for future products.

Information omitted or not implemented into the games is usually released in supplemental official books, such as guidebooks and artbooks, or revealed by the writers themselves in interviews.

GAMES

Main Series (本編)

BIOHAZARD ⁱ
BIOHAZARD 2 ⁱⁱ
BIOHAZARD 3 LAST ESCAPE ⁱⁱⁱ
BIOHAZARD CODE:Veronica ^{iv}
biohazard 0
biohazard 4
BIOHAZARD 5
BIOHAZARD REVELATIONS
BIOHAZARD 6

Extra Editions (番外編)

BIOHAZARD GUN SURVIVOR
GUN SURVIVOR 2 BIOHAZARD CODE:Veronica ^v
GUN SURVIVOR 4 BIOHAZARD HEROES NEVER DIE
BIOHAZARD OUTBREAK
BIOHAZARD OUTBREAK FILE 2
BIOHAZARD UMBRELLA CHRONICLES ^{vi}
BIOHAZARD THE DARKSIDE CHRONICLES ^{vii}

MOVIES

biohazard DEGENERATION
biohazard DAMNATION

SUPPLEMENTAL MATERIAL

Books

BIO HAZARD Directors Cut -Inside of BIO HAZARD-
BIO HAZARD Directors Cut V-JUMP Guidebook
BIO HAZARD The Wicked North Sea
BIOHAZARD 2 Official Guide Book
RESEARCH ON BIOHAZARD 2 -final edition-
BIOHAZARD 3 LAST ESCAPE Official Guidebook - Fulfillment Of Her Escape
BIOHAZARD 3 LAST ESCAPE Official Guidebook - Complete Conquest Of Nemesis
BIOHAZARD GUN SURVIVOR Official Guidebook

BIOHAZARD CODE:Veronica Complete Version Kaitai Shinsho
ANOTHER SIDE OF BIOHAZARD
GUN SURVIVOR 2 BIOHAZARD CODE:Veronica Official Guidebook
GUN SURVIVOR 4 BIOHAZARD HEROES NEVER DIE Official Guidebook
biohazard Kaitai Shinsho
biohazard 0 Kaitai Shinsho
biohazard SAMURAI EDGE History
biohazard DVD BOOK The Catalysis
biohazard archives
biohazard 4 Kaitai Shinsho
biohazard 4 FILM DVD BOOK Incubate
BIOHAZARD 5 Kaitai Shinsho
INSIDE OF BIOHAZARD THE DARKSIDE CHRONICLES
BIOHAZARD archives II
BIOHAZARD REVELATIONS Official Guidebook
BIOHAZARD REVELATIONS UNVEILED EDITION OFFICIAL COMPLETE WORKS

Reports & Diaries

Wesker's Report
Wesker's Report II
Ada's Report
Wesker's Extra Report
Angela's Diary
Jessica's Report

Websites

Official Websites (All)
Adam's Blog - Experience Kijuju
BSAA Remote Desktop ^{viii}

Manga

BIOHAZARD UMBRELLA CHRONICLES Prelude to the Fall
BIOHAZARD marhawa desire

The GAIDEN Problem

Within the BIOHAZARD series, every work outside of the main story is a gaiden. However, the BIOHAZARD series applies extra distinctions to clarify purpose and relevance to the canon.

Main Story (本編) is the original immutable thread upon which the canon hinges.

Gaiden (外伝) is a general and specifically Japanese term with a wide range of usage depending on context and intention.

Extra Edition (番外編) is a story, such as a partial event or inside story, that directly follows the flow of the main story without diverging, but has no direct impact on the main story's development or ending. An extra edition is canon, but like any gaiden it is not essential.

Side Story (サイドストーリー) implies a story that "flows to the side of the main story." It is a term loaned from English and is regularly misappropriated, often used in the case of Japanese entertainment products when the author wants to avoid the formality of the word "gaiden." It is rarely used in the BIOHAZARD series, and would only be appropriate as a synonym for extra edition.

Another Story (アナザーストーリー) is a coined word implying "a story different from the main story" and has come to be used as a substitute for gaiden. "Another story" is integrated into the main story's universe and timeline and follows it, but diverges at certain points to develop and end differently from the main story. Another story is generally summed up as a parallel or what-if world. In the BIOHAZARD series, it has been specifically used to describe only two games; *BIOHAZARD GAIDEN* and *BIOHAZARD Operation Raccoon City*.

LOCALIZATION ISSUES

The BIOHAZARD series has an infamous and notorious record in relation to the quality and lack of cohesion between its localization and voice acting efforts. With each sequential game in the series, it is almost a guarantee that there will be errors, ranging from mistranslations, grammatical errors, missing or even fabricated information.

The series writers and translators have worked completely independently of one another with only a few exceptions. As a result, translators are often forced to rely on their own judgement in approach to translations without any editorial oversight, on top of pressures involving lack of time due to deadlines, rushed work as a result of project managers providing material late, etc. The finished work of a given translator can also be further skewed as a result of the voice acting process, which introduces last minute changes and improvisation from individuals who aren't versed in the story.

Not all of the English lines are odd. What happened was that after the first pass of the translation, revisions were made to the original, and the sections that changed were translated spot by spot by people who really didn't understand the entire story or context of what they were asked to translate.

– Shinsaku Ohara, translator

There are also examples of cases where a translator has made a leaping assumption based on their personally presumed understanding of plot elements. However, as is often the case in a story ripe with conspiracy, it is common for the translator to be completely wrong. Much like the fact that the series has had many different writers, it has also had many different translators working at several different stages and sometimes leaving and having their work revised or simply continued by another. This produces a prevailing lack of consistency that is avoided by the writers through reliance of prior documentation.

It is however true that some dialogue is altered for the better through localization, or culturalization, as certain cues that may sound serious or dramatic in Japanese cannot be adequately translated into English without taking on a completely different form as cheesy or unintentionally funny lines. However, this proper translation can rarely be observed in the series, and it is more common for the English translation to sound worse and fail to get the point across compared to a literal Japanese translation.

If it's a grammatical error, then it's an error. If what is being said is different in English from the original but it gets the point across better then it's not an error. It's "culturalization." Should original source text take precedence over a translation? I think translators should pay respect to the writer and the writing as much as possible. Without the original writing, there is nothing.

– Shinsaku Ohara, translator

In conclusion, while there are some notable cases of localization being used for the benefit of more natural dialogue, the original Japanese text takes precedence in all cases and the official English translations can only be used as sources if the information carried through the translation matches the intention of the original Japanese.

NOTES

ⁱ 2002 remake takes precedence over the 1996 original. The “Tick” B.O.W. from the SEGA Saturn port is canon. The scrapped “Trevor’s Notes” are canon but the remake’s take precedence. Only events clarified in later material are definite canon:

- Jill meets Enrico
- Wesker is impaled by the Tyrant
- Chris, Jill, Barry and Rebecca escape from the mansion

ⁱⁱ All four A/B scenarios are canon along with “The 4th Survivor”; while the game’s precise events are left up to the interpretation of the player and future writers. The “EX Files” of the Nintendo 64 version are canon and certain elements of the BIOHAZARD 2 Drama Albums (The Female Spy Ada Lives / The Little Runaway Sherry) are canon. Only events clarified in later material are definite canon:

- Claire encounters G’s first form
- Sherry is implanted with a G-Embryo
- Ada acquires the G-Virus sample from Sherry’s pendant
- Ada sacrifices herself to save Leon from the Tyrant
- Leon takes the pendant sample from Ada and throws it away
- The pendant sample is recovered by HUNK
- Ada recovers a “G” tissue sample
- Ada gives Leon a rocket launcher to defeat the Tyrant

ⁱⁱⁱ Nikolai acquires the helicopter but his fate is ambiguous. Barry rescues Jill and Carlos.

^{iv} “Complete Version” is the canon version of the game.

^v GS2 is a nightmare experienced by Claire during her escape with Chris in the Harrier at the end of CV. The files are canon.

^{vi} “Historic Summaries” of BIO0, BIO1 and BIO3 are not canon.

^{vii} “Historic Summaries” of BIO2 and CV are not canon. “The Return” is the canon ending of Operation Javier.